



City of Deer Park

Youth Basketball

Rule Knowledge

Texas High School Federation Rules apply with the exception of the City of Deer Park provisions as well as guidelines from the Texas Amateur Athletic Federation.

CITY OF DEER PARK

YOUTH BASKETBALL RULES & REGULATIONS

I. TEAMS AND LEAGUES

- A. Each team will be made up of no more than ten (10) players and no less than seven (7) players. For LEAGUE STANDINGS PURPOSES, you must have at least seven (7) players or the game shall be declared a forfeit. The game shall STILL BE PLAYED and a coach may pick up players from other teams in order to field a team.
- B. Boys leagues are: 8 & Under, 10 & Under, 12 & Under
- C. Girls leagues are: 8 & Under, 10 & Under, 12 & Under
- Youngest Player being 7 as of September 1st
 - Players can play up a level but they cannot play younger than their age.

II. PLAYING TIME: UNITS "A" AND "B"

- A. "A" Unit will always contain five (5) players. "A" Unit will play the entire first quarter and the last three (3) minutes of the third quarter.
- B. "B" Unit may have less than five (5) players. "B" Unit will play the entire second quarter and the first three (3) minutes of the third quarter.
- C. FREEZE RULE
1. We will no longer be using the freeze rule for this league.
- D. Teams may not SUBSTITUTE in the 2nd and 3rd quarters. Unit A players will fill in to complete Unit B. Subs from Unit A may play ONLY 1 QUARTER with Unit B.
- E. 11th player must play the entire 3rd quarter. 11th player must change every game.
- F. If a player is too sick to play with his unit at the designated time, he may not play later in the game **unless the opposing coach agrees to let him back in the game.** Then he must take his original unit place.
- G. Late arrivals are ALWAYS on the "B" Unit. They may play when the "B" Unit plays. If the "B" Unit is on the court, the coach may pull the A Unit sub and put in the late arrival(s).

1 ST QUARTER 6 MINUTES	2 ND QUARTER 6 MINUTES	3 RD QUARTER 3 MIN---3 MIN	4 TH QUARTER 6 MINUTES
"A" UNIT	"B" UNIT	"B" UNIT = 3 MIN. "A" UNIT = 3 MIN.	ANY FIVE PLAYERS

III. THE GAME

A. COACHES AT GAME:

1. There shall be ONLY TWO (2) PEOPLE (Coach and Assistant Coach) allowed on the bench in addition to the players.
2. There shall be a COACH OF RECORD designated for each game. This will be the only coach who may address the officials. The other coach may only ASSIST the Coach of Record and may NOT address the officials in any way. Violation may result in a Technical Foul and possible ejection of the assistant.
3. **Only one coach is allowed to stand. This is so the scorekeepers have a clear view of the court and the referees know which coach to address.**

B. DEFENSE: Any defense is legal: man-to-man, zone, double-team, etc.

C. DEFENSIVE REBOUND

1. Once the ball has been controlled in the back court by the defense after a shot or a stolen pass and there is no immediate attempt to advance the ball (passing or dribbling) the team NOW ON DEFENSE must retreat to their side of mid-court. When the defensive player gets control of the ball after a shot or stolen pass, the player must hold the ball in the air (no longer in a crouch), this is to signal other players to retreat to their side. This rule is only in effect if your division cannot full court press.
2. Teams that attempt an immediate advancement by dribbling or passing are subject to being pressured and having the ball stolen.
3. Offensive team may not advance the ball with no pressure until all defensive players have passed mid court.

- D. DEFENSIVE TAKE AWAY (OTHER THAN A REBOUND): Steals from the dribbler and stolen passes will be treated in the same manner as a defensive rebound. If no immediate attempt to advance is made, the NEW DEFENSE must back off. If there IS an immediate attempt to advance by passing or dribbling, the ball may be pressured. This rule is only in effect if your division cannot full court press.
- E. FORFEIT TIME: Game time is forfeit time. If your team is late arriving and the other coach wants to play, you may do so, but the officials may adjust the time to keep us on schedule for the rest of the day.
- F. FREE THROW DISTANCE: 8 & Under will use an 11' free throw line. All other age groups will use the standard 15' line.
- G. FULL COURT PRESS:
1. 12 & Under may play full court defense at any time.
 2. 10 & Under may play full court defense during the last 2 minutes of each half, (2nd and 4th quarters) and at all times during any overtime period(s).
 3. 8 & Under may play full court defense during the last minute of the second half and at all times during any overtime period(s).
 4. For all age divisions: ***No full court press is allowed if a team is ahead by 10 points or more.***
- H. BONUS SITUATION: Occurs after the 4th team foul per half. We shoot on the 5th foul, shooting 1 & 1. On the 10th team foul per half, shoot 2 free throws.
- I. GAME BALLS: Game ball will be provided by one of the teams. If teams cannot agree on a ball, they will each provide a ball for one half of the game. Referee shall flip a coin with winner choosing which half he/she wants to provide the ball. Home team, according to the scoreboard, has no bearing on game ball selection or any other aspect of the game. Leather balls may be used only if approved by both coaches. Boys 8 & Under, Boys 10 & Under and all Girl teams will use 28 ½" size basketballs. Boys 12 & Under will use 29 ½" size basketballs.
- J. GOAL HEIGHTS: 8 & Under will use the 8' goals because that is the height of the goals at the schools where they practice. All other age groups will use 10' goals.
- K. LANE VIOLATIONS: We allow 5 seconds in the lane instead of the normal 3 seconds.

- L. OVERTIME PERIODS: Will be three (3) minutes long and played under the 4th quarter rules. Time outs may be carried over. One (1) additional time out per OT period. Play until tie is broken.

We cannot under any circumstances end a game in a tie. We absolutely cannot end in a tie. We play as many overtimes as necessary to determine a winner, and then we try to make up the time.

- M. THREE POINT SHOT: Counts for all leagues

- N. TIME OUTS: Teams are allowed four (4), one (1) minute time outs per game. One (1) additional time out per overtime period is allowed. The coach can call time out. Officials are watching the court and cannot see behind them to see WHO is calling for a time out. Coaches should instruct their players on how to call a time out and work on this at practice

- O. POSSESSION ARROW

1. The game begins with a jump ball. The possession arrow then points to THE BASKET (not the team) of the team who did not control the jump ball. From that point on the arrow will change on all jump ball situations and at the end of each quarter. Each overtime period requires a jump ball again.
 2. The arrow will have to change directions at the half time, because the teams switch goals.
 3. This change of direction (except at half time) will occur when the ball BECOMES LIVE.
 4. During third quarter break, the ball goes to the team that has been in possession of the ball at the sound of the buzzer at the point of interruption.
- P. WARM UP AT THE GAME: Teams are assured of at least five (5) minutes of warm up time prior to the start of their game. Games will not be started earlier than scheduled unless BOTH coaches agree. **Warm up at the "opposite goal" from your bench to start the game.** This will allow you to be shooting at the goal nearest your bench at the end of the game.

IV. THE CLOCK

- A. An official game shall consist of four (4) six minute quarters with a running clock with the following exceptions:
 - 1. The clock will stop on all whistles during the last two (2) minutes of each half, after each successful field goal in the last minute of the second half or overtime period and the last minute of overtime.
 - 2. The clock will stop on all shooting fouls and will be handled the same as in regulation basketball.
 - 3. Time Outs
 - 4. The clock will stop on any OFFICIALS time out.
- B. 3RD QUARTER CLOCK
 - 1. The 3rd quarter is divided into two (2), three (3) minute periods.
 - 2. Each three (3) minute period will be ended with a buzzer. Team in possession @ the end of the first 3 minutes will get the ball back at the point of interruption.
 - 3. Teams are allowed enough time to change units only. If a team does not report to the court immediately, they may be charged with a time out.
- C. Half time will be five (5) minutes long. NO ONE IS ALLOWED ON THE COURT DURING HALF TIME.

V. COACHES DUTIES AT THE GAME

- A. Turn in his/her completed CITY OF DEER PARK LINE UP FORM to the scorekeeper before team warm ups are completed. Do not wait until every player shows up to make out lineups. Make it out and then, if need be, make a change or two. Many of our games are being delayed because coaches are waiting too late to turn in lineups. Use our forms, not some piece of paper.
- B. See that all practice balls are put away before the game begins.
- C. Remind team's parents that they MAY NOT bring food, drink or tobacco into the gym.

- D. See that his/her players DO NOT DRIBBLE BASKETBALLS while a game is in progress. This is not only a distraction to players, officials and spectators; it is also a potential danger if the ball were to get loose on the court.
- E. See that his/her players DO NOT SIT AT THE ENDS OF THE COURT while a game is in progress.
- F. Keep comments directed to the players and not to the officials. Constant negative commenting to the officials can only set a bad example to the players.
- G. Discipline any player who is guilty of questioning the calls of an official, especially if it is a FLAGRANT technical foul.

VI. CONDUCT

- A. We insist that coaches and players refrain from harassing officials including timers and scorekeepers. If there is a problem, the COACH should call the P&R office to discuss it, NOT THE PARENTS. It is not possible to address every single parent who has a complaint. Work through the coaches, please. Please inform your parents of how to handle these problems.
- B. Coaches are responsible for keeping their fans under control. Teams may be given technical fouls for their fans continuous harassment of officials. Continued harassment can result in a forfeiture of the game, removal of offending parent AND his/her child from the gym and possible disciplinary action against both.
- C. Parents ARE NOT ALLOWED to go to the scorer's table during the game. In doing so, they may cause their team to forfeit the game. Please do not interfere with the scorekeepers. If you have a question, ask the referees in a respectful manner. Any league or administration questions, please contact Lacy Stole at lstole@deerparktx.org
- D. Any coach who gets two (2) technical fouls total for the entire season will:
 - 1. Be suspended from the league/Game. Failure to leave the premises can result in forfeiture of the game and possible charges filed.
- E. Fans that are abusive to officials may be asked to leave the gym and may possibly be barred from further attendance and subject to the Police Department being notified.
- F. Fans that are abusive to officials may be asked to leave the gym and may possibly be barred from further attendance.

VII. PRACTICE

- A. Each team is strictly limited to two (2) practice sessions per week. This includes practice games with other teams. In other words, you are to meet with your team **only two (2) times per week.** Please remember that our program occurs while the players are in school. They need their study time. Please adhere to this rule. If you know of a team that is practicing more than two (2) times a week, please let us know. This rule is adhered to by request of DPISD and must be observed.
- B. Any team that practices more than two (2) times per week will be subject to forfeiting the next game.
- C. Each practice session shall not exceed:
 - One hour for 8 & Under
 - One and a half hours for 10 & Under and 12 & Under
 - 1. Please do not practice longer than your allotted time, even if no one else is scheduled after you. It is not fair to the other teams for you to be practicing longer than they do.
 - 2. You must be off the court when your hour is up. Do not make the next team wait, thereby cutting into their time. If you must meet with them after practice, please go outside.
 - 3. If you would like to change your practice day OR TIME, please call Bonnie Freeman at 281.478.2056 or contact her via email at bfreeman@deerparktx.org to do so. You cannot simply start coming at a different time just because no one is there. School officials must know who is in the gym and when. In addition, there will be times when make-up practices will be necessary and those apparent vacant slots will not be vacant.
- D. Gyms must be kept clean. Coaches are responsible for cleaning up after his team finishes. APPOINT A PARENT to help you.
- E. School equipment and school property should be left alone. The only parts of the school that concern us are the court, the water fountains and the restrooms. Many schools are now using Gym Monitors. **WE MUST ABIDE BY THEIR INSTRUCTIONS.** We have come dangerously close to losing the use of the gyms because of coaches not complying with school guidelines.

- F. Players who make one out of the two practices must play unless some discipline problem occurs. If a player misses both practices in a week, it is the coaches' option whether the player may participate in the game. The P&R office must be notified prior to the game anytime a player is not allowed to play. The player may sit on the bench, but MAY NOT DRESS IN UNIFORM for the game.
- G. POST SEASON PRACTICE: Once our season is over, our agreement with the schools for gym use is over. If you want to continue playing in tournaments, etc., you will have to make your own gym arrangements with the schools. If your team is participating in the TAAF tournament, please contact Bonnie Freeman for practice schedule availability at the Earl Dunn Gym.
- H. Coaches must inform all parents that ONLY THE BASKETBALL PLAYERS on his/her team may be dropped off at the gym or school. Unattended children, regardless of age, are not allowed in the buildings. These facilities have been reserved for the players in this program, not for the use of those just wanting to shoot some baskets. This applies TO PARENTS ALSO. Adults are not allowed to use a vacant court. Adults are not allowed in the gym except to coach, assist the coach or watch a child practice.
- I. Coaches should advise parents that repeated violations of the "brother/sister drop off" rule may result in the disqualification of their child from the program.
- J. Coaches are responsible for informing parents of any and all practice gym rules.
- K. Coaches should make sure that their players are not bouncing balls or in any other way disturbing the practice session that is in progress.
- L. Siblings are to stay with adult parent that is watching practice, not running along sidelines, while parents visit with each other.
- M. Stages, Curtains, Steps are **OFF LIMITS** to all. We will not lose our practice facility privileges due to anyone being in or tampering with school property.

VIII. COACHES DUTIES

- A. Coaches must have a parent meeting
 - 1. Discuss and have all parents sign and return the parent code of conduct. Their child is not eligible to play until all agreements have been signed and returned to the Parks and Recreation Athletics Department. This is due prior to the first

game of the season. Please drop off all paperwork at the Deer Park Community Center.

2. Discuss all practice and game rules and regulations
 3. EMPHASIZE the rule about dropping off other children at practice
 4. Discuss plans for game shorts, socks, etc.
 5. Arrange for practice VOLUNTEERS to help keep players in the gym and out of the hallways. You can't be expected to be coaching basketball and take someone to the restroom or watch the door for unwanted people coming in the gym. Appoint someone.
 6. Inform parents that they are not allowed to bring food, drink or tobacco into ANY GYM, whether it is practice or a game.
 7. Make an attempt to learn the signals used by the officials and pass this information along to your parents. You should know all of our city rules.
 8. Pass out a copy of rules to your parents so they can be more informed about our rules. This cuts down on all of the inaccurate assumptions made by spectators at the games.
- B. Coaches may NOT scout other practice sessions. Coaches should not arrive too early for practice so as to observe the team before him/her, nor should he/she stay after his/her practice is over.
- C. Coaches cannot just pick up a player when someone quits. They must go through the P&R office. We have a waiting list of players.
- D. Coaches are responsible for informing all parents on his/her team about these rules.

IX. SCHEDULES

- A. All scheduling considerations **MUST BE DONE BEFORE SCHEDULES ARE MADE**. Once the schedules are made we WILL NOT RESCHEDULE GAMES.
- B. We realize that events will occur that may conflict. In these cases, the player will just have to make a choice.
- C. Game schedules will be ready on the Friday one week prior to your first game.

X. MISCELLANEOUS

- A. ADDING PLAYERS: We can take up to ten (10) players per team. If, after the draft, you have less than ten (10) players, encourage your players to talk it up at school and help generate interest. These players will then be added to a waiting list.
- B. BASKETBALL SIZE: Boys 12 & Under will use a standard basketball (29 ½") inch circumference. All Girl age teams and Boys 8 & Under and 10 & Under will use the 28 ½" inch basketball. Any brand that is labeled "intermediate" should be comparable to the kind we use.
- C. COACHES: We have a lot of coaches who are, like the players, "drafted" into our program. Some are "volunteered" by loved ones. We are aware that a lot of them are not "basketball oriented." We are here to offer as much help as possible. Your phone calls seeking assistance or clarification are always welcome. Do not hesitate to call us.
- D. DPISD: The school district is supporting our program in every way possible. They not only provide us with the facilities, but they are supportive in other ways. Please do what you can to take care of the facilities and show respect to the school personnel involved.
- E. TIE-BREAKER:

Step #1: Head to head competition involving tied teams. In a 3-way tie, any team who beats the other two tied teams will be declared league winner.

Step #2: Greatest margin of victory between tied teams [with a 10 point cap on all games].

Example: A beats B, 20 to 17. A gets 3 points.
B beats C, 20 to 15. B gets 5 points.
C beats A, 20 to 8. C gets 10 points.

Step #3: If step #2 eliminates one team, and the two remaining teams are still tied, revert back to head to head competition between the two tied teams.

Step #4: Margin of victory in all league games with a 10 point cap on all games.

In essence, it does no good to beat anyone by more than 10 points.

If there are two sub-divisions in your age bracket, winner from group A and winner from group B will play each other to determine winner the division.

****If two teams have the same record in the same division and they have never played one another, these teams will have an end of season playoff game to decide winner.**

- F. TO DROP A PLAYER: Call the P&R office to report any player who quits. We must have this information.
- G. UNIFORMS: The city provides jerseys. Anything else your team wants is up to you and your parents.
- H. These Rules and Regulations shall take precedence in any case of conflicting language, forms, or printed material.
- I. AWARDS: All players will receive a participation medal and the winning team in each division will receive a trophy.
- J. REFUNDS: You will not receive a full refund after October 31st when registration is cut off. If you have to withdraw your child after the 31st, you may receive a partial refund to offset the jersey cost. You will also receive the jersey from the league which you paid for.
- K. SCHOLARSHIPS: The scholarship form is available online on the City's website. All interested participants must fill out the form and either email it to Lacy Stole or drop it off at the Deer Park Community Center. All scholarships must be approved by our Parks and Recreation Commission and will be decided pending availability on a team. Turning in a scholarship form does not guarantee a spot on a team.

XI. DRAFT & MISC. RULES

- A. ALL GRADES WILL CONDUCT A BLIND DRAFT. Each player will be assigned a number and Deer Park Athletics staff will draw enough numbers to draft players. The HEAD COACH & ASST. children only, will be frozen prior to the draft. Each coach also gets a draft pick of 2 additional players on draft night. The remaining 6 players are blind drafted. If a coach does not have a child, then no prior freezes are allowed. These coaches will be able to draft pick all 4 players on draft night.
- B. NO TRADES, NO EXCEPTIONS! NO TRANSPORTATION ISSUES! NO CONFLICTS WITH OTHER SPORTS! Let's play basketball, teach skills and fundamentals so that our children have a positive experience without manipulation.

- C. No parent or child has been told by Parks and Recreation that they will be on a certain team despite what you may hear, UNLESS they are a child of a coach or an asst. coach's child.
- D. Siblings will be drafted to the same team. When you draft one, you get the other UNLESS they are in different age divisions.
- E. Once you enter the coaches meeting on Thursday, November 13th you will choose a number (one per team). This number will determine your order in which you will choose team names and practice times.
- F. We have gone to a new reversible team jersey with a new Deer Park Parks & Recreation Athletics Logo on it. All jerseys will be the same. At the games you will either be maroon or white. You'll need to wear a tee shirt underneath.
- G. If you wish to distinguish your team by team name at the games, you can have someone put together a banner.
- H. Lastly, none of these rules will be changed after the start of the season. If there needs to be a change, we will discuss it for the following season.

Our Rules are going through some changes with the help of an advisory board in an effort to simplify our program and give the best possible experience to all involved. We appreciate your participation in the program and will continue to strive to make it fair, fun, competitive and safe for all. We would like to thank our Advisory Board for all the recommendations and most effectively looking at problem areas with no specific agenda in mind except to make this program better for our youth.

Athletics Supervisor

Lacy Stole